

IN THE CLAIMS:

Please amend the claims as follows:

1. (Previously Presented): A system for uploading frame data to system memory, the system comprising:
 - a CPU coupled to the system memory and configured to execute an application program,
 - the CPU executing a Transmission Control Protocol (TCP) stack which includes code to complete at least some TCP processing;
 - a hardware subsystem configured to process frames related to one or more connections delegated by the TCP stack to produce frame data and upload the frame data to a portion of system memory allocated to the application program; and
 - the system memory including a connection table (CT) storing data for all active connections with system including delegated connections,
 - the hardware subsystem being further configured to request legacy processing by the TCP stack of any of the frames of the delegated connections.
2. (Original): The system of claim 1, wherein the frame data is payload data.
3. (Original): The system of claim 1, wherein a TCP Stack provides the hardware with a physical address corresponding to a user buffer.
4. (Original): The system of claim 1, wherein the hardware is configured to process frames to produce partially processed frame data and upload at least a portion of the partially processed frame data to a legacy buffer.
5. (Original): The system of claim 4, wherein the legacy buffer is stored in a portion of system memory allocated to a software driver.
6. (Original): The system of claim 2, wherein the hardware is configured to upload at least a portion of the payload data to a legacy buffer.

7. (Original): The system of claim 6, wherein the legacy buffer is stored in a portion of system memory allocated to a software driver.
8. (Original): The system of claim 6, wherein a software driver provides the hardware with a tag corresponding to a location of the legacy buffer.
9. (Original): The system of claim 7, wherein the hardware is configured to transmit the tag to the software driver.
10. (Currently Amended): A method of uploading frame data including Transmission Control Protocol (TCP) payload data to system memory, the method comprising:
processing a frame to produce frame data;
uploading the frame data to either a portion of system memory comprising a user buffer allocated to an application program or a legacy buffer in the system memory for separate TCP processing by a TCP stack executing on a CPU, depending on whether the user buffer is available[.]; and
utilizing hardware separate from the CPU which does the TCP processing to partially process the frame and determine whether the frame was delegated by the separate TCP processing.
- 11 – 20. (Cancelled)
21. (Previously Presented): The system of claim 1 wherein the hardware is configured to pause incoming frame data to determine whether a frame is invalid , the invalid frame being stored in the legacy buffer for legacy processing.
22. (Previously Presented): The system of claim 4 wherein the TCP stack is configured to process the frame data up loaded to the legacy buffer by the hardware.
23. (Cancelled)
24. (Currently Amended): A method as claimed in claim [[23]] 10 wherein the TCP stack completes processing of the partially processed frame stored in the legacy buffer.

25. (Previously Presented): A method as claimed in claim 24 wherein the partial processing of the frame produces partially processed frame and header data.

26. (Previously Presented): A method as in claim 10 wherein the user buffer is defined as not available when the processed frame portion exceeds a start up limit value associated with the delegated connection carrying the frame being processed.

27. (Currently Amended): A method as in claim 10 wherein the uploaded frame data includes TCP payload data.